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the Unless Press

Serving Greenville, Solla Sollew, and surrounding areas.

Art Spotlight!

Many thanks go out to all of the wonderful artists whose work is featured in this issue, including:

Cief, **Blackcatangel**, **Ooodleskaboodle**s, **Anotherler**, **Bumbledumb**, **Catnippackets**, **Pastel—sprinkle**, **Pikminpicori**, **Mugges**, **Rorakkusu**, **Coffe-ler**, and **Craig Elliot**, a concept artist whose worked on the feature film, *The Lorax*.

We appreciate you and all of the artists in this fandom!

~ Let It Grow ~

On March 2nd of 2012, Illumination Studios released a little film based on one of Dr. Seuss's most beloved books. *The Lorax* was its name, and its theatrical release was not the last people would see of such a production. Not long after, a fandom was born – a fandom of passionate individuals, made up of artists, writers, cooks, cosplayers, blog runners, and so much more, all united by one thing: their love for the book, for the film, and for its characters. In August of the same year, "The Unless Press", a newsletter for the fandom, came into being, strengthening the community even further. As our long-running paper reaches its end, let us look back on all of the good times, and on the many wonderful things we have to be thankful for….

~ Upcoming Events ~

Press Finale:
12/18/14

Very last issue of "Unless Press" is released. Let's go out with a bang!

Christmas Day:
12/25/14

Christmas Day is here! A very merry one to you all, now and forever more!

New Year's:
01/01/15

Happy New Year!! It's a time for new beginnings. What will your goals be?

~ Artistically Inclined ~

Before we recap on past experiences, fun times, and fandom shenanigans, let us highlight a few notables, both in the fandom and beyond!

Pictures and Projects

• Some time ago, **Miru667** replaced all of the pictures in The Lorax book with images from the film. What a fun undertaking! You can check out her little project here:

http://miru667.tumblr.com/post/55496772393/i-took-the-lorax-book-and-replaced-all-the

• Halloween is months gone by, but you might want to check out this snazzy Once-ler display someone created especially for the occasion:

http://mackllewhore.tumblr.com/post/101456958585/they-fucking-did-the-thing-from-the-lorax-like

Special Feature: Development Art

As admirers of all things artistic, we here in the fandom appreciate the hard work of the artists who put in time and effort to create beautiful compositions for the film. Here are just some of the artists whose work we love!

Eric Guillon - http://ericguillon.blogspot.com/search/label/The%20Lorax

Philippe Tilikete - http://plutonis.tumblr.com/post/101894609685/miru666-concept-art-for-the-lorax-by-philippe

Yarrow Cheney - http://yarrowcheney.blogspot.ca/search/label/Lorax

Carlos Leon - http://illustration.carlos-leon.com/category/the-lorax/

Craig Elliott - http://www.craigelliottgallery.com

Didier Ah-Koon - http://didierahkoon.blogspot.com

Asks and Analyses – Our Loyal Contributors

Many a loyal member of this fandom has, in some way, great or small, contributed to this community, whether it be submitting art or simply being there for a fellow individual in times of need. We have seen more amazing contributions than we can even count over the years. **Theoncelerscorner**, giving an example, reblogs all things Once-ler-related, while **Unitetheloraxfandom** helps bring both people and their talents together. The **Oncelersmasterpost**, **Swaggermimint**'s ambitious project, lists any and all ask blogs in the fandom. **Loraxrefs** is a great resource for those who want screencaps, and the oldie-but-goodie **Lorax-daymakers** once brought smiles to many a face in the fandom. Of course, we can't forgot the ask blogs themselves. From Swag to Graverobbingonceler, from Bitter Once-ler to Askthetwistedsist-lers, from Merchandise-ler (who offers up great fan-made trinkets) to Blind-ler, from the Ted and Audrey blogs to the fairly new, but kindly, 398thneedvilledrive, every single member and ask blog is special in this fandom, and we love each and every single one of them. •

Analyses – Fandom Findings

Pyreo's Analysis on the Once-ler's Height:

http://pyreo.tumblr.com/post/50309910123

Interesting Info on Thneedville/Greenville:

http://didney-worl-no-uta.tumblr.com/post/89126739398/oodleskaboodles-so-uh-didney-showed-me-a

Lorax Review

New to reviews? Several members have posted their thoughts on the production throughout the years, and here is yet another that was written some months ago by fan **Annthewanderer**:

http://annthewanderer.tumblr.com/post/86272189461/the-lorax-review

Volunteers

Despite the fact that I have been the main operator of The Unless Press, this paper would not have been nearly as interesting without the help of my volunteers, whom have contributed so much. A big shout out to **Kiraraneko**, **Swaggermimint**, **Bootymod**, and all those who have given to this newsletter over the years!!

~ Interview – Craig Elliott ~

Please join us in a special sit-down as we interview Mr. Craig Elliott, a conceptual artist who contributed beautiful works of art to the feature film, The Lorax.

Q. When did you first decide you wanted to be an artist? Who and/or what motivated and inspired you to pursue a career in this field?

A. I was first inspired to draw by my Grandfather. He was an engineer and draughtsman. He would draw and explain how things were made, like orange juice or cotton! He also took life drawing classes and sketched heads and cartoons for me. He bought me art books and art supplies to encourage me as well. I was also given a few paints and metal figures by my cousin when I was about 6 or 7. I really enjoyed painting these and began to design complex dioramas and cut my own figures as well. This was my first real "art". From here I took an art class in high school in my junior year – my art teacher freaked out at what I was doing and insisted I be an artist. I never knew artists worked for movie studios making animated films. My friend in art school got a job out of school doing Visual Development for Warner Brothers. He told me I should try to do the same, and gave me tips on how to make a portfolio for animation. I did, and then applied to several studios. I got a few job offers but took the one with Disney because they payed the most. The rest is history!

Q. During pre-production of *The Lorax*, how challenging did you find the task of creating conceptual work for the world of Dr. Seuss? How difficult did you find it as compared to fabricating environments for such films as *The Princess and the Frog* and *Enchanted*?

A. Working on *The Lorax* was great fun and I was already very familiar with Dr. Seuss' work. His books were my favorite ones when I was in elementary school, and it was near impossible to get me to read anything else. I did like the David McCauly books on buildings, pyramids, cathedrals, etc. as well later on. My familiarity with the style and ability to draw really helped me leap into the project and recreate *The Lorax* world in a dimensional way, with lighting, perspective, and color. These things excited me, the prospect of seeing Seuss in a new and different way. I felt like some of his stories had been done, yes, but not quite in the way I was seeing it in my head. There were a few false starts here and there, but it mostly went very smoothly for me. I do remember a few images I never had time to paint. I did one of the wood chopping machine mowing down swaths of forest. I never got past the drawing stage on that.

(cont. on pg. 5)

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~ Interview – Craig Elliott (Cont.) ~

(cont. from pg. 4)

I found this production to be very limited in time. That was the real challenge on this film. *Enchanted* and *Princess and the Frog* I had 6 months to a year. On this film only about 3 months I think.

Q. When it comes time to sit down at your desk or computer and create, what do you find helps stimulate your mind? Does music or film help you to formulate pictures, or do you use some other method entirely?

A. Usually I read the script or am given a description by email of a location. In this case I had the book to look at also. I tried to combine the description with the original style and vision of Dr. Seuss. Once I had both those things in my head I just see ideas, and start making compositions. I did a version of the Once-ler's place that had the crumbled factory beside it. I felt like that would be true to what would really happen. Since there was nobody to take away all the debris or stone, etc., it would just lie there, making the location more sad and bleak. I think we all see things when we read or are told an idea. I think I am good at capturing that thing I see, then molding it into a painting that is pleasing and has the emotion that the story is conveying.

Q. The work that you produce is beautiful, imaginative, and altogether captivating. Undoubtedly, it has captured the attention of professionals and students alike, myself included. I'm sure your work has inspired others, but who has inspired you? Who are some of your favorite artists and why?

A. I think some of the earliest artists I discovered were most inspiring. I feel like I had good taste, and have been fortunate enough to meet all of my art heroes over time and spend time talking to them and even making art with them. Roger Dean, The Brothers Hildebrandt, and Frank Frazetta were the most influential living artists that I discovered in the 70's. Later in art school I discovered many other great artists like Leyendecker, N.C. Wyeth, Howard Pyle, Harvey Dunn, Dean Cornwell, Degas, and more. They were sort of the "second wave" of influence. I think I am most influenced by artists who have a lot of skill and are capable of creating powerful emotions. I try to seek these qualities out in an artist, and learn how they create these qualities so that I can add them to my work.

I'd like to take this opportunity to thank Mr. Elliott for taking the time out of his busy schedule to participate in this interview, and for sharing a part of his journey in the ever-evolving world of art. I'm sure I speak for all of us in that we wish him all the best and look forward to whatever imaginative works of art he concocts next!

For more information about Craig Elliott and his work, visit his official online portfolio here:

http://www.craigelliottgallery.com

~ Adieu, Adieu, Dear Sweet Fandom ~

How does one say good-bye? How does one bid farewell to an old friend, unlikely ever to see them again…? How does one forever close the pages of a beloved book?

This newsletter was born out of love for a dedicated, imaginative, creative, fun, and all-around memorable community, and that community was birthed from passion shared by many – growing from a tiny seed… to a towering Truffula tree. Who could have known… that what began as a humble little group of people would turn into a thriving and prosperous village of like-minded spirits? Despite its ups and downs, as any fandom has, there is ever so much to be thankful for in the time that all of us have spent together. Through all the laughter and the tears, these last few years have been well worth living.

This day, The Unless Press is officially 2 years, 4 months, and 2 days old, and as we celebrate a momentous occasion of it having been in print for so long, it is also time to say farewell to our long-standing and beloved publication. This issue marks the very last in the list of "Unless Press" submissions. Forty-nine isn't exactly fifty, but we'll take that respectable number. It amazes me that the paper has gone on for as long as it has, and it is all thanks to you wonderful readers. Rain or shine, through thick and thin, you kept this paper up and running via your likes, reblogs, follows, kind messages, and overall support. Never could I have done this without you. I also could never have accomplished this without the assistance of my incredible "staff" and volunteers, who provided the "Press" with unlimited news updates, information on ask blogs, and so much more. All of you, volunteers and readers alike, are so very appreciated, and you always will be.

Last, but not least, I wish to give a shout out to all of you in this fandom whom have made my experience that much more rich and memorable. Many of you I continue to follow, both members and their ask blogs. Thank you for the laughter. Thank you for the tears. Thank you for the AUs and fun times filled with cheers. Thank you for the art and stories galore. Thank you so much for making my heart soar. And thanks for the smiles and the hip hip hoorays! Thank you for the memories that follow us day-by-day….

Thanks to Illumination Entertainment for this film which, while not the greatest, inspired something great.

~ We say, "Let it grow…." ~

Happy New Year!

We here at The Unless Press thank you for making these last few years some of the most memorable we have ever had. We wish you all a very Merry Christmas, a Happy New Year, and all the best in the lives of every single one of you. Thank you for supporting this paper since its creation. We love you and hope that you have a wonderful and blessed 2015!!!

~ Merry Christmas! ~